The Hunter - v2

An elf clad all in black walks soundlessly through the hamlet's streets. Her sword is in one hand, her crossbow in another, her ears straining, listening for the sound of her prey. She pauses at an alley, her finger hovering over the crossbow's trigger. She draws and fires as the ghast begins its charge. With a flick of her wrist, she drives her blade into the wound.

A shifter stands above his fallen prey. Moonlight illuminates his bloodstained fur as he stands over a fallen lycanthrope. With a howl, he lets loose a victory cry to the sky, declaring the hunt complete.

An elderly halfling hobbles across her study. Scrawled across her the walls are writings which could easily be misinterpreted as the etchings of a madwoman. To her, however, these are the eldritch underpinnings of her latest rune—one which will prove invaluable for her next hunt.

Stalking that which goes bump in the night, hunters are cunning, intelligent fighters. Shrouded in mysticism, hunters are the natural enemies of beasts and monstrosities.

Those Who Hunt Monsters

A hunter aspires to facing the world's strongest beasts. Some rise to this calling to protect the people civilized society, others hold a grudge against a specific creature which wronged them in the past, and others still simply do so for sport. Many large cities have at least one small congregation of hunters who keeps watch over it. Their ears pressed close to the ground, they listen for beasts that may threaten their domain's civility. Other hunters travel alone or in pairs across continents, visiting and purifying hamlets or pursuing an elusive, powerful monster on the other side of the globe.

Training in the hunter's art is rarely a structured affair. It is a tradition passed from 11master to student, with each teacher having their own style of hunt that they impart. However, most masters are reluctant to draw another into their ranks. Many who take up the path don't survive their first hunt and those who live through it inevitably fall prey to the hunt later in life. Hunters do not retire.

Ministers of Blood

Hunters have taken a special interest in the life essence of mortals. To hunters, this essence has two forms. First is intellect. Sentient creatures are above most beasts by virtue of their ability to think critically and reason alone. Not only can they problem solve and use tools, but they can seek to Understand. The second aspect of the life essence of mortals is blood. While intelligence is what sets mortals apart from monsters, blood is what reminds hunters that the two are not so different. Hunters treat blood with reverence, whether beast or mortal, blood should not be spilled senselessly.

Hunters have distilled the healing properties in blood. Through a process called transfusion, it is possible to restore the vitality of oneself–or of others–using specially processed vials of one's own blood. It should not come as a surprise that this trait has drawn just not slayers of monsters, but scholars and doctors to the profession of hunting as well. What are the lives of a few beasts weighed against the progress of medicine?

As adventurers, hunters possess a wide variety of goals. Hunting beasts to protect their homes, punishing the wicked across the realm, or studying the healing properties of blood are all callings a hunger could heed. Hunters prefer working in small groups either with other hunters or with those who have vastly different skill sets, so as to cover for each others' faults. Powerful and cunning, hunters choose their battles, avoiding them when unnecessary and painting the battlefield red when it comes time for bloodshed.

Want the version of this class with my design notes on it?
Check it out here

An Unnatural Twenty Homebrew
This homebrew was written by reddit user /u/unnatural-twenty using the homebrewery.

The Hunter

Level	Proficiency Bonus	Features	Communion Runes Memorized
1st	+2	Fighting Style, Transfusions	-
2nd	+2	Trick Weapons	-
3rd	+2	Communion, Hunter's Dream	1
4th	+2	Ability Score Improvement	1
5th	+2	Extra Attack	1
6th	+2	Counter Attack	1
7th	+3	Dream Feature	2
8th	+3	Ability Score Improvement	2
9th	+3	Quick Transfusions	2
10th	+3	Dream Feature	2
11th	+3	Blood Weapon	3
12th	+4	Ability Score Improvement	3
13th	+4	Visceral Attack	3
14th	+4	Relentless Pursuer	3
15th	+4	Dream Feature	4
16th	+4	Ability Score Improvement	4
17th	+5	Strength of Mind and Blood	4
18th	+5	Blood Siphon	5
19th	+5	Ability Score Improvement	5
20th	+5	Dream Feature	5

Creating a Hunter

When you create your hunter, consider first your drive to hunt. Why do you choose to walk the line of mortal and beast so closely? Has a terrible fate befallen you? Are you a glory seeker who wishes renown? Or have you pledged yourself to protecting others from the beasts that lurk in the shadows of civilization?

Who was it that first introduced you to the hunter's lifestyle and why are you no longer with them? Were you once a part of a hunter's covenant that has fallen in battle? Or perhaps you are still with one but simply have parted ways for a time. Perhaps still you left on a less than favorable note. Maybe you met a grizzled old hunter on the edge of your hamlet that took to your enthusiasm. You might have found a dead hunter by the side of the road, the unintelligible scrawling of a madman clutched in his hands.

Quick Build

You can make a hunter quickly by following these suggestions. First, Dexterity should be your highest ability score. Make Intelligence your next highest if you want to excel at knowing your enemy and using a hunter's tools or Constitution if you instead wish to focus on facing your foes head on in combat. Then, select the Outlander background.

Class Features

As a hunter, you gain the following class features.

Hit Points

Hit Dice: 1d10 per hunter level
Hit points at first level: 10 + Constitution modifier
Hit points at higher levels 1d10 (or 6) + your Constitution modifier per level

Proficiencies

Armor Light armor, medium armor, heavy armor
Weapons Simple weapons, martial weapons
Tools Choose one from Carpenter's Tools, Smith's Tools, and Tinker's Tools
Saving Throws Dexterity, Intelligence
Skills Choose two skills from Arcana, Athletics, History, Insight, Investigation, Nature, Medicine, Perception, and Survival

Equipment

- (a) chain mail or (b) leather armor, a bow, and 20 arrows
- (a) Any weapon or (b) a shortsword and a hand crossbow with 20 bolts
- (a) Dungeoneer's pack or (b) Scholar's pack
- Any weapon

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Versatile Fighting

When you take the attack action and attack with a light melee weapon or ranged weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack unless that modifier is negative. This counts as "Two-Weapon Fighting" for purposes such as the Dual Wielder Feat.

Additionally, you do not suffer disadvantage on ranged weapon attacks from having enemies within 5 feet of you. You are also able to ignore the loading property of ranged weapon and can ignore the portion of the ammunition property which requires you to have a free hand.

Transfusions

You are able to create simple potions to restore vitality. Using a specialized process, you can safely extract blood vials from your own body and treat them to create a healing mixture.

During a long rest, you can extract a number of blood vials from your body equal to or less than your intelligence modifier. For each vial that you make, expend a single hit die. If you have hit dice from other classes of a different value than the hunter's, you may choose which to convert into a vial. Any unused vials expire at the end of the long rest following their creation.

A character with the *Transfusions* feature can use an action to apply one to a creature within 5 feet. It restores hit points equal to the value rolled on the sacrificed hit die + the creator's intelligence modifier.

Additionally, if you take a short rest and do not have any hit dice remaining at the start of the rest, you benefit from healing as if you had expended a single hit die.

Trick Weapons

By 2nd level, you've spent time reflecting on your tools of the trade. A Hunter has many tools, but none are so important as their weapon. You've learned to create the signature weapon of a hunter--a trick weapon.

With a day of downtime, you can combine two weapons into one. The weapons you combine cannot both be ranged nor can they both be heavy. The two forms cannot be identical (example: you can't combine a longsword and a longsword) unless they're both magical weapons.

You can swap between each form of the weapon as a bonus action. If you combine two magical weapons, their properties do not combine and only apply when in that weapon's form. If both require attunement, the new form only requires a single attunement slot.

Additionally, you can use your weapons with a bit of flourish. When you use the Attack Action and a bonus action to swap the form of your trick weapon, you may use your reaction to make a single weapon attack with either form of the weapon. You do not add your ability modifier to the damage for this attack. You cannot use this feature on two consecutive rounds.

Communion

At 3rd level, you have learned of, or recall teachings of, certain Runes. These runes, first forged by hunters long ago, have no physical form. They are painted not on paper or stone, but in the mind. Some say these runes are formulas. Some say they describe words or laws. Others still say they are names of creatures long forgotten.

You learn two runes from the rune list. You must meet a rune's prerequisites to learn it. As a part of a long rest, you can focus on a rune and commune with it, gaining its effect.

The number of runes you can commune with at once increases at 7th, 11th, 15th, and 18th levels. You also learn two new runes that you meet the prerequisites for at those levels. When you level up, you can swap out any rune you know with another you meet the requirements for.

Your DM may choose to reward you in adventures with additional runes. These runes may appear as the scrawling of a madman lost in a ruin, wisdom from an old hunter, or the hushed whispers within a beast's death cry. Runes obtained in this manner cannot be retrained.

No matter how many runes you can commune with, you can only commune with a single Oath Rune and a single rune unique to your Archetype at a time.

The Hunter's Dream

Once you have reached 3rd level, the next time you fall asleep you begin to have a rather vivid dream. Everything in the dream is dyed a shade of red on this first visit, and a light drizzle of blood rain falls. When you dream for the first time, you are able to guide the direction your dream will develop. You know full well the weight this decision will carry, and do not choose lightly. Rare are the hunters who dream and even rarer are the hunters who share their dreams with others. Each dream is an intimate, personal one which a hunter shares only with those they trust fully.

You select which Dream to entrust your mind to at 3rd level. Your Dream grants you features at 3rd, 7th, 10th, 15th, and 20th levels.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Starting at 5th level, you can attack twice, instead of once, whenever you take the attack action on your turn.

Counter Attack

At 6th level you have learned how to hone your defenses. If an enemy you can see attacks and misses, you can make a counter attack using your reaction. This attack must be in the form of a weapon attack. If you are using a heavy weapon, this attack is made with disadvantage.

If your attack hits, you may move up to 10 feet towards the target using the most direct route possible.

Quick Transfusions

By 9th level, you have grown adept at extracting and utilizing your own blood vials. You can now extract a number of vials equal to half your intelligence modifier, rounded down (minimum 1) during a short rest.

Additionally, you can now use a transfusion on yourself as a bonus action instead of an action.

Blood Weapon

By 11th level, your bond with your weapons has grown. You gain the ability to sanctify a blade with your own blood, imbuing it with your hunter's instincts. This short ritual differs for every hunter. Some make a ceremony out of baptizing their weapon in a bowl of their distilled blood, while others use the weapon to cut their hand and utter swears, commanding the weapon to be loyal only to them.

Once sanctified in this manner, a weapon counts as magical for purposes of overcoming resistances when wielded by you. Additionally, you deal an additional 1d10 damage of whatever type the weapon would normally deal when either you or your target are not at full health.

Visceral Attack

By 13th level, you've become adept at exploiting your enemy's mistakes to your benefit. If you hit with your counter attack, the attack is considered a critical hit and the enemy's move speed is halved until the end of their next turn.

Additionally, you no longer have disadvantage if your Counter Attack is made with a heavy weapon.

Relentless Pursuer

By 14th level you've become adept at navigating a variety of environments in your pursuit of foes. Your movement is not halved due to non-magical difficult terrain and you have advantage on athletics checks made to chase down or close the distance between you and a fleeing enemy.

Additionally, you can't be tracked by non-magical means, unless you choose to leave a trail.

Strength of Mind and Blood

Starting at 17th level, you have fortified your body or mind against invasion. You gain proficiency in your choice of Wisdom or Constitution saving throw. You may change your selection after a long rest.

Blood Siphon

At 18th level, you have devised a technique for creating blood transfusions which does not rely upon your own blood. This blood must be extracted from an opponent which is both unwilling–and in the midst of attempting to cause harm. When you successfully strike an enemy with a Visceral Attack using a melee weapon, you gain 1 blood vial. This vial has the size of 1d4 from a tiny creature, 1d6 from a medium creature, 1d8 from a large creature, and 1d10 from any creature huge or bigger.

The Hunter's Dream

Different hunters walk different paths through the nightmare of the hunt. Each of the hunter's dreams guides these hunters in their chosen pursuit.

Blood Dream

The Blood Dream evokes images of yourself and your red life essence. You can hear the sound of the grindstone, the clang of weapons, and the distinctive ringing of gunshots. Hunters who dream of the Blood Dream are dangerous martial fighters whose perfection of the body is difficult to rival.

Alluring Blood

Also at 3rd level, you've learned to use your blood's scent to make yourself a more attractive target. As a bonus action, you can toss a blood vial at the foot of an enemy within 15ft. The enemy in that space must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Intelligence modifier. This destroys the vial.

On a failed save, the foe has disadvantage on attacks against all targets other than you. If its intelligence score is less than 6 it must target you. This effect lasts for 1 minute. The target can repeat its save at the end of each of its turns.

Knowledge-Seeker

Starting at 7th level, your travels have imparted further skills upon you, the most attractive of which you continue to pursue in the Blood Dream. You gain proficiency in your choice of History, Nature, Medicine, or Survival. Alternatively, you may instead gain proficiency in a language of your choice or two artisan tools/instruments.

Improved Blood Allure

By 10th level, you've developed ways to make your blood more attractive to foes. You can choose to augment your Alluring Blood with one of the following options once per short rest, declaring the augment before the foe's save is made.

Pungent Blood The blood is released in a manner that emphasizes its alluring scent, making it particularly difficult to ignore. The target has disadvantage on the initial save against the Alluring Blood effect.

Entrancing Blood The blood is released in such a way that the target obsesses upon attacking you. Even if the target's intelligence is 6 or above, it will ignore all other creatures and attempt to attack you if it is able.

Plague Blood You set the vial to explode in a puff of blood at the target's feet. The Alluring Blood effect now has a radius of 5 ft centered on the target square. All enemies in that area must save against Alluring Blood's effect.

Quickening

Your reflexes and speed in combat are unparalleled. Starting at 15th level, you can use a bonus to 10 feet without provoking opportunity attacks.

Eviscerating Attack

You have become a master of exploiting your enemy's failures.

At level 20, when you successfully hit an enemy with a Visceral Attack, you gain advantage on all attack rolls against the target until the end of your next turn.

Additionally, the creature must make a constitution save against your save DC. On success, all of its attacks for the rest of its turn are made with disadvantage. On failure, the target's turn ends immediately after the Eviscerating Attack is resolved.

Beast Dream

One dream evokes images of monsters and their red life essence. You can hear their cries, their screams, and the sound of their flesh as it is torn apart. The Moon sits high with the sun setting on the horizon. The line between mortal and monster blurs during this dream, and Hunters who participate in it learn to blur this line in reality as well.

Natural Tracker

When you select this Dream at level 3, you become aware of the subtleties with which monsters move and travel. When you gain this feature, select two types of creature: Vampire, Lycanthrope, Demon, Devil, Genie, Goblin, Elf, etc. You have advantage on Survival checks to track these creatures, Investigation checks to find traces of these creatures in dungeons and cities, and on Knowledge checks to recall information about these creatures.

You can study up on other creatures with access to information on them and a day's worth of downtime. By doing so you may replace one of the creatures you're able to track with the new creature type.

Survival Instincts

Also at 3rd level, you begin to infuse your blood with beast blood. This grants you a preternatural awareness which grants you an edge at the start of combat. When initiative is rolled, you can choose to gain temporary hit points equal to your hunter level. These temporary hit points last for 1 minute. Once you have used this portion of this feature, you regain use of it after a long rest.

Additionally, if initiative is rolled and you are surprised, roll 1d20. On a roll of 10 or higher, you are no longer surprised.

Peerless Tracker

By 7th level, your tracking abilities are second to none. You learn the Hunger and Pursuit runes if you do not already know them and are always considered to have them communed with. They do not count against the maximum number of runes you can commune with.

Additionally, you gain proficiency in your choice of Survival, Investigation, Nature, or Arcana.

Beast Form

At 10th level, the line between you and the beasts you hunt is nearly nonexistent. You've modified yourself to the point where you can draw upon the power of beasts directly. As a bonus action, you can shift into a Lycanthropic form. When you do so, your stats are replaced by your chosen Lycanthrope (see the Monster Manual page 206 for the list of Lycanthropes). You may not utilize a lycanthrope's shapechange feature, nor can you infect others with lycanthropy. While shifted, you lose the benefits of any armor or shield you have as they are assimilated into your lycanthropic form. Any non-magical, non-armor clothing you are wearing is not absorbed as part of the transformation and may be torn or ripped during the process.

You may choose any lycanthrope form whose CR is less than or equal to your Hunter level divided by 3. This transformation lasts for 1 minute. When the transformation ends, your normal form has the same hit points it had prior to the transformation. If your hit points reach 0 while in lycanthrope form, you revert to your original form with any excess damage carrying over and being inflicted upon your normal form's remaining hp.

You use your own weapons, rather than the ones listed in the stat blocks for all of your attacks. You may not utilize counter attack in this state.

You must take a long rest before using this feature again.

Blood Frenzy

At 15th level, you've added a few reactants to your blood vials to aid yourself in your beast form. When you ingest a blood vial while in beast form you gain temporary hit points equal to half the amount recovered. Additionally, your move speed increases by 10 ft. until the end of your turn.

Moon's Presence

At 20th level, you regain use of your Beast Form feature after completing a short or long rest.

Old Dream

The Old Dream is unintelligible. It begins as all the others, but the flaws in its construction become clear. You notice the thin fragility holding the dream together and realize that reality is no different.

Old Magic

When you tap into the Old Dream, you gain insight into how the world is constructed. Your vision into the weave of magic gives you an intuition unto which strings to pull and pluck to produce the desired effects. You understand how valuable this insight can be, and take to tapping into that magic to augment your hunts. You gain access to the Old Hunter Spell List.

Cantrips

You gain one cantrip of your choice from the Old Hunter spell list. You gain additional cantrips at the level denoted in the Old Dream Casting table to the right.

Spell Slots

When you take this archetype at 3rd level, you gain a single 1st level spell slot. As you gain levels, the level and number of spell slots you possess will increase, as described in the table below. Your expended spell slots are replenished upon a short rest.

Spellbook

When you begin to Dream at 3rd level, you gain a spellbook. This spellbook contains 3 first-level hunter spells of your choice.

Preparing and Casting Spells

The Old Dream table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of these spells, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

You prepare the list of Old Dream Hunter spells that are available for you to cast. To do so, choose a number of Old Dream spells from your spellbook equal to your Intelligence modifier (minimum of one). The spells must be of a level for which you have spell slots. You can change your list of prepared spells when you finish a long rest.

To cast a spell, you must expend one of your spell slots. Your spells are always cast at the maximum level available to you, as per the Old Hunter Spell Table.

Learning Spells of First Level and Higher

You may learn an additional spell from the Old Dream Hunter's spell list at every odd hunter level (excluding 3rd). Additionally, when you level up you may retrain one hunter spell you already know, replacing it with another one on the Old Dream hunter list.

You can also transcribe hunter spells you locate into your spellbook. Copying a spell into your spell book takes 2 hours and 50gp in materials per level of the spell. You must have an Old Dream Hunter spell slot of the spell's level or higher in order to copy it into your spellbook.

Spellcasting Ability

Intelligence is your spellcasting ability for your Old Dream Hunter spells since you learn your spells through study and understanding. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a hunter spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Old Dream Casting

Hunter Level	Cantrips	Spell Slots	Slot Level
3rd	1	1	1st
4th	1	1	1st
5th	1	1	2nd
6th	1	1	2nd
7th	1	2	3rd
8th	1	2	3rd
9th	2	2	3rd
10th	2	2	4th
11th	2	2	4th
12th	2	2	4th
13th	2	2	4th
14th	2	2	4th
15th	3	2	5th
16th	3	2	5th
17th	3	3	5th
18th	3	3	5th
19th	3	3	5th
20th	3	3	5th

Runic Adept
Beginning at 7th level your knowledge of the strange has fractured your mind to the point where it does not always obey the laws of reality. You can commune with an additional rune, following the communion restrictions as normal.

Huntsman's Study
Beginning at 10th level, your understanding of arcane lore has grown greater, allowing you to prepare more spells at the end of your long rests. You can now prepare a number of spells equal to one third of your hunter level (rounded up) + your Intelligence modifier.

Huntsman's Respite
Also at 10th level, your understanding of the world allows you to gain proficiency in your choice of language, artisan tool, or instrument.

Adaptable
Starting at 15th level, during a short rest you can swap out one spell you have prepared with another spell in your spellbook. Alternatively, you can swap our one rune you have communed with for another.

Fragment of a Great One
At 20th level you have had an awakening. Your mind, lined with knowledge beyond comprehension, has taken its place at the tip of the razor's edge. You lie now between mastery of the world and descent into the madness of the unknowable. You emerge from the Old Dream a final time, bringing with you one of its inhabitants. What exactly this creature is is unknown. You might believe them to be a fragment of an Old One with whom you have somehow gained favor. Perhaps instead it is an infant Old One whom seeks to collaborate with you to gain power. Perhaps still it is a fragment of yourself, a transcendent fragment of your own infancy–a touch of what's to come when you ascend to becoming an Old One yourself.

You create a Great One's Fragment from the selection below. You may not exchange or modify this tool after selecting it. As an action, you can use one of the spells from your Great One's Fragment. Once you have done so, you cannot use your Fragment to cast that spell again until it recharges. At the end of a long rest, roll 1d6 for each spell that you have cast with your Fragment. On a roll equal to or greater than than the spell's point cost+1, it recharges. With a full week of downtime, the Fragment fully recharges without rolling.

Your Great One's Fragment cannot be taken from you or used by anyone else when you are conscious. If you are unconscious or dead, it can be removed from you, but returns to your side when you awaken or if you are revived. If you are dead, others can attune to your Fragment and use it as if it was their own.

Creating Your Great One Fragment
You can add spells from the following list to your Great One Fragment. You have 5 points to spend on the creation of the fragment. You may not take more than three 1 point cost spells.

Great One Fragment Spells

Cost	Spells
1	*Planar Ally, Create Undead, Conjure Celestial, True Seeing, Circle of Death, Eyebite*
2	*Divine Word, Resurrection, Dominate Monster, Move Earth, Mirage Arcane, Teleport, Plane Shift, Sunbeam, Firestorm, Disintigrate, Harm, Etherealness*
3	*Feeblemind, Sunburst, Demiplane, Antimagic Field, Mind Blank, Telepathy*
4	*Power Word Heal, Gate, Imprisonment, Astral Projection, Prismatic Wall, Meteor Swarm, Power Word Kill, Wierd*
5	*Wish*

Changing Damage Types
It is recommended that the damage types of the chosen spells (if damage dealing ones are selected) be changed to psychic damage.

If the DM is willing, force damage may be an option for free, but it is recommended that changing a spell's damage type to force should increase its cost by 1.

The damage types cannot be changed once the spell is taken.

It is also recommended that any summoning spells summon aberrations with nearly-identical stat blocks to the creatures that are usually summoned by that spell (switching creature and damage types/resistances only).

Communion Runes

Classless Runes

These runes are disorganized and faint. However, a hunter takes all of the assistance they can get. What they lack in focus they make up for in versatility.

Amygdala

Using this feature, you recall a true fact about the location you are currently in or the creature you are fighting. You can use this feature in place of making an arcana, history, nature, or religion check on a creature or a location. When you do so, the result is a non-natural twenty. You may use this feature after seeing the roll but before you know the result. You must utilize a short rest before you can use this feature again.

Celerity

You may use a free action to fully reload a weapon with the ammunition property that you are holding. You may do this at most once per round.

Coin

You can drop up to 3 ethereal coins that glitter no matter the lighting. Designate yourself and up to 2 willing creatures that you can see. You all know the direction that coin is relative to your current location for the duration. Each coin lasts 1 hour. You regain all 3 coins at the end of a short or long rest.

Delacroix

You may change one roll into a 19 after you see what you have rolled but before you know the result. Once you have used this feature, you may not use it again until you level up. You may not retrain this, nor may you learn it again from any other source. If you have this feature at level 20, you regain use of it at DM's discretion.

This ability may not trigger a critical hit.

Hunger

You can identify the species or race that a blood sample belongs to by tasting it. You must know of the species' existence in order to use this feature.

Insight

When you learn this rune, select a language you have heard before. You must know the name of the language as spoken in its native form. When you focus on this rune, you understand that language in its verbal form, but cannot read it. You can learn this rune more than once, each time selecting a different language.

Iosefka

When you use a blood vial to heal yourself or an ally, you can use this feature to re-roll the die, taking the higher result. You must take a long rest to regain use of this feature.

Lantern

Using a bonus action, you can use a sharp object to cut into your thumb. The wound immediately cauterizes and glows dimly, acting as a hooded lantern so long as you do not hold anything in that hand. To extinguish it, you merely need to squeeze your thumb inside your hand.

Mer

You c
body.
(gran
intera
ages
heari

Mes

While
atten
statu
skele
and i
when

You
and e
mess
less a
Failin
gettin
rema
it, sh

It l
or wh

Nee

Your
admi

Peb

Wher
origi

Pur

You h
creat

Rom

Using
appea
spide
any p

Tor

Using
your
dimly
that h
palm

Sedative
Using this feature, you can gain advantage on one wisdom, intelligence, or charisma saving throw. You may choose to use this after seeing your initial roll, but before you know the result. Once used, you regain use of this feature after a long rest.

After using this feature, you have disadvantage on any ability checks require wisdom, intelligence, or charisma until you take a long or short rest.

Solstice
While attuned to this rune, you only require 4 hours of sleep to get the effect of 8 hours. You still require 8 hours of rest to gain the benefit of a long rest.

Oath Runes
Runes carefully transcribed by hunters old and new. Each is written in the handwriting of the first hunter to learn it. When you are communed with these runes, you can faintly hear the voice of its author repeating the rune's meaning.

Anti-Clockwise Metamorphosis
Oath Rune

Requires hunter level 7

Your movement speed increases by 10 ft.

Bleeding Eye
Oath Rune

Requires hunter level 7

You may add your intelligence modifier to the attack or damage roll for your counter attack feature. You must declare which you are adding it to before rolling the attack.

Clear Ocean Depths
Oath Rune

Requires hunter level 10

As a bonus action, you can invoke images of the ocean, gaining advantage on wisdom, intelligence, and charisma saving throws for 1 minute. If you fail a wisdom, intelligence, or charisma saving throw while this feature is active, you may choose to end this feature early and succeed instead.

Once you have used this feature, you regain use of it after a long rest.

Clockwise Metamorphosis
Oath Rune

Requires hunter level 7

Your Max HP increases by an amount equal to your character level.

Far Forge
Oath Rune

Requires the Blood Weapon feature

The additional damage die granted by the Blood Weapon feature deals force damage.

Milkweed
Oath Rune

Requires hunter level 7

While communed with this rune, select two of the following cantrips from the Sword Coast Adventurer's Guide. *Booming Blade, Greenflame Blade, Lightning Lure,* or *Sword Burst*. You know these spells, using Intelligence as your Spellcasting ability for them. You may change your selection each time you commune with the rune.

Sea
Oath Rune

Requires hunter level 10

When you learn this rune, select one type of damage. As a reaction, you can half the damage from one source that matches the damage type chosen.

Additionally, as a bonus action, you can gain resistance to that type of damage for 1 minute. Once you have used this portion of the feature, you regain use of it after a long rest.

You may learn this rune more than once, selecting a different element each time.

Distilled Coldblood Runes

Neatly crafted and pristinely painted in a deep red blood. They have the faint sound of a heartbeat when focused upon which becomes louder and quicker when the rune's power is used. To use these runes, you must be a hunter who dreams of the Blood Dream.

Corruption

Distilled Coldblood Rune

Requires hunter level 7

When you have less than ¼ your max hp, you can use a bonus action to cause your wounds to broil. You recover your con modifier hp every 6 seconds. This effect lasts for 1 minute, you are rendered unconscious, or until you go above half of your total hit points. You can use this ability once per long rest.

Hunter

Distilled Coldblood Rune

Requires hunter level 10

When you learn this rune, select a fighting style that you do not already know from the hunter's fighting style options. While focused on this rune, you gain the effects of the second fighting style. You may learn this rune more than once, each time selecting a different fighting style.

Rapture

Distilled Coldblood Rune

Requires character level 10

When you successfully land a counter attack, you recover a single 1d4 blood vial.

If you have the blood siphon feature, you gain a single vial that is one size larger than the one you would normally extract from the target.

Guidance

Distilled Coldblood Rune

Requires hunter level 7

When you score a critical hit or a successful counterattack, you gain temporary hp equal to 1/2 your hunter level + your intelligence modifier. These hit points last until the end of your next turn.

Blood Moon Runes

These runes are carved haphazardly by hunters amidst the throes of primal power. They throb as a bite or claw wound would. To use these runes, you must be a hunter who dreams of the Beast Dream.

Claw

Blood Moon Rune

Must have the Beast Form feature

While in beast form, you can add both your strength and dexterity modifier to your melee weapon attack damage.

Embrace

Blood Moon Rune

Requires hunter level 7

If an attack reduces you to 0 hit points, you may instead choose to drop to 1 hit point. This ability can be used once per long rest.

If you have the beast form feature and have not yet expended it, you can shift into lycanthropic form in addition to retaining 1 hit point in your non-transformed body.

Formless

Blood Moon Rune

Must have the Beast Form feature

When you learn this rune, select a beast of a CR equal to or less than ⅓ your hunter level. You may use your beast form feature to shift into this form rather than a lycanthrope. You can learn this rune more than once, learning a new beast form with each time you learn the rune.

Impurity

Blood Moon Rune

Must have the Beast Form feature

When you attack with your natural weapons while in lycanthrope form, your target must make a Constitution Saving Throw with a DC equal to 8 + your proficiency bonus + your constitution modifier. On failure, they are both slowed and poisoned until the end of your next turn.

Writhing Paleblood Runes

Runes written in a pale liquid that resembles blood but isn't from any form of creature you recognize. When you are communed with them, you can faintly hear the sounds of alien speech reciting the rune's name. To use these runes, you must be a hunter who dreams of the Old Dream.

Ebrietas

Writhing Paleblood Rune

Requires character level 15

Using this feature, you can cause your blood to pulse with the madness of the Old Ones. When you are below half health, you may choose to use a bonus action to destroy a blood vial and empower your next weapon attack or spell attack made before the end of your turn. A creature hit by your attack must make an Intelligence Saving Throw, becoming frenzied on failure. They can repeat this save at the end of each of their turns. While Frenzied, a creature takes psychic damage equal to your intlligence modifier at the start of each of its turns. Additionally, it spends its turn attacking a random adjacent creature. The creature will avoid causing itself damage and will not risk opportunity attacks. If no creatures are adjacent, it will seek the nearest foe, attacking randomly if there is a tie for distance.

Oedon

Writhing Paleblood Rune

Requires character level 7

Using this feature, you can cast the Gaseous Form spell. At character level 11, you can instead choose to use the Invisibility spell. At character level 15, you can instead choose to use the Greater Invisibility spell. Any spell cast using this rune must target you.

You must take a long rest before you may use this feature again.

Rhach'syl'Nahch

Writhing Paleblood Rune

Requires hunter level 7

If you are at less than half health and you use a blood transfusion, you can expend a spell slot to restore an additional amount of hit points equal to 5 times the spell slot level + your Intelligence modifier.

Uoutk'nos

Writhing Paleblood Rune

Requires hunter level 7

While you are attuned to this rune, you may prepare an additional number of spells equal to your Intelligence modifier. You may also select another cantrip from the Old Hunter table. You can change this cantrip selection whenever you prepare spells.

Old Hunter

Cantrips

Blade Ward
Dancing Lights
Friends
Light
Mage Hand
Mending
Message
Minor Illusion
Prestidigitation
Produce Flame
Thaumaturgy
True Strike
Create Bonfire*
Control Flames*
Gust*
Magic Stones*
Mold Earth*

1st Level

Alarm
Armor of Agathys
Arms of Hadar
Augur of Ebrietas+
Bane
Blacksky Eye+
Chromatic Orb
Color Spray
Comprehend Languages
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Dissonant Whispers
Ensnaring Strike
Entangle
Expeditious Retreat
Feather Fall
Find Familiar (Far)
Fog Cloud
Hail of Thorns
Hellish Rebuke
Hunter's Mark
Identify
Illusory Script
Jump
Longstrider
Protection from Evil and Good

2nd Level

Accursed Brew+
Arcane Lock
Augury
Blindness/Deafness
Continual Flame
Cordon of Arrows
Dead Again+
Darkness
Darkvision
Enhance Ability
Enthrall
Gentle Repose
Hunger of Hadar
Knock
Locate Animals or Plants
Magic Weapon
Misty Step
Moonbeam
Pass Without a Trace
Phantasmal Force
Pursuers+
See Invisibility
Silence

3rd Level

Bestow Curse
Blink
Clairvoyance
Conjure Barrage
Counterspell
Dispel Magic
Elemental Weapon
Empty Phantasm Shell+
Executioner's Glove+
Fear
Feign Death
Glyph of Warding
Leomund's Tiny Hut
Lifehunt Scythe+
Lightning Arrow
Nondetection
Protection from Energy
Revivify
Speak with Dead
Stinking Cloud
Tongues
Vampiric Touch
Water Breathing
Water Walking
Earthbind*
Flame Arrows*

4th Level

Arcane Eye
Banishment
Blight
Compulsion
Confusion
Death Ward
Dimension Door
Divination
Dominate Beast
Fabricate
Grasping Vine
Hallucinatory Terrain
Leomund's Secret Chest
Locate Creature
Madaras Whistle+
Mordenkainen's Private Sanctum
Phantasmal Killer

5th Level

A Call Beyond+
Antilife Shell
Awaken
Cloudkill
Commune
Conjure Volley
Contact Other Plane
Contagion
Creation
Dream
Hallow
Hold Monster
Legend Lore
Swift Quiver

*Spells located in the Elemental Evil Player's Companion. Note that these spells may not be allowed by all DMs, and should only be taken with DM approval.

+Spells located in Mordio's Expanded Spellbook. Note that these spells may not be allowed by all DMs, and should only be taken with DM approval.

Removing Spells: Warlock spells Arms of Hadar, Hunger of Hadar, and Armor of Agathys are thematically appropriate for old hunters, however they may overstep slightly when it comes to warlocks--specifically GOO Bladelocks. I recommend allowing these spells, but if your group has a warlock, especially a GOO bladelock, it may be for the best to remove them.